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A63F 9/18

(52) UK CL (Edition L)  
A6H H3B1

(56) Documents cited  
"Trivial Pursuit" (RTM) - board and game rules.

(58) Field of search  
UK CL (Edition K) A6H H3B1  
INT CL<sup>6</sup> A63F 9/18

## (54) Question-and-answer board game

(57) Apparatus comprises a board with a central start/finish area, an endless segmented track and segmented paths joining the centre to the endless track, player markers, dice, question cards bearing a picture and category cards to collect. The surface of the board may carry squares bearing instructions.

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Fig 1

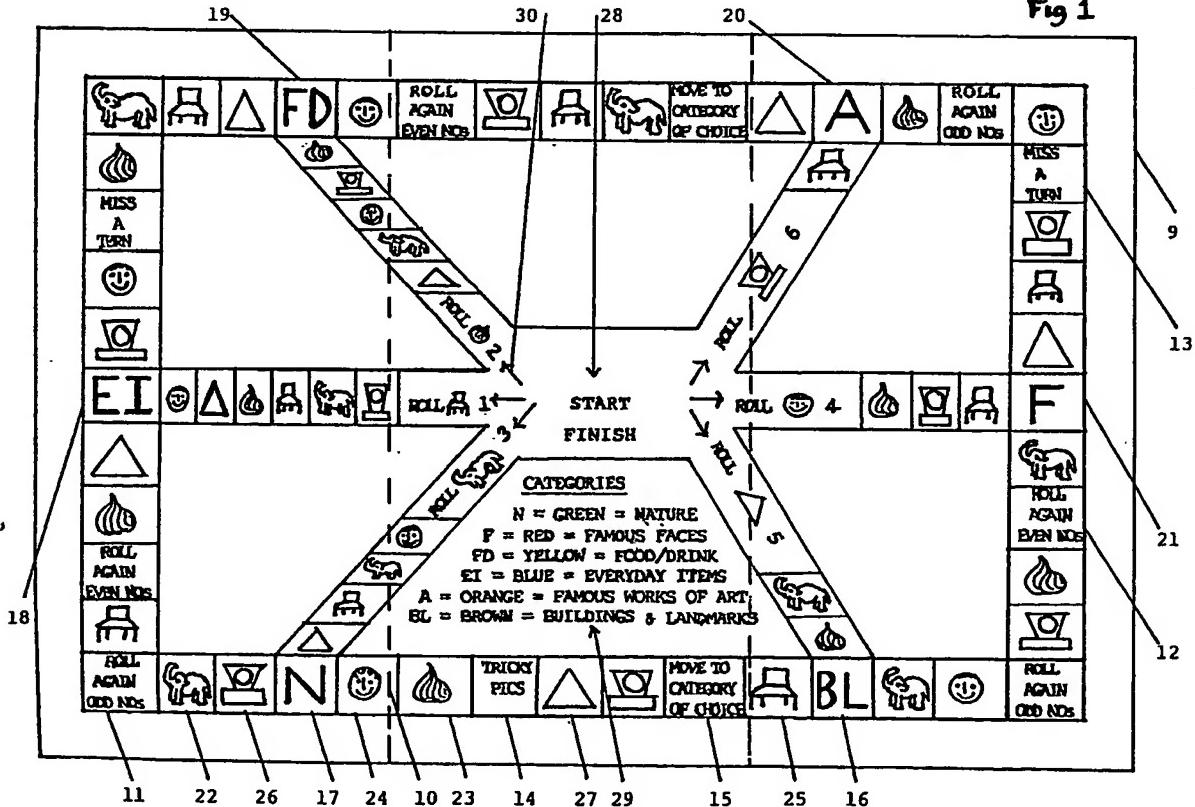
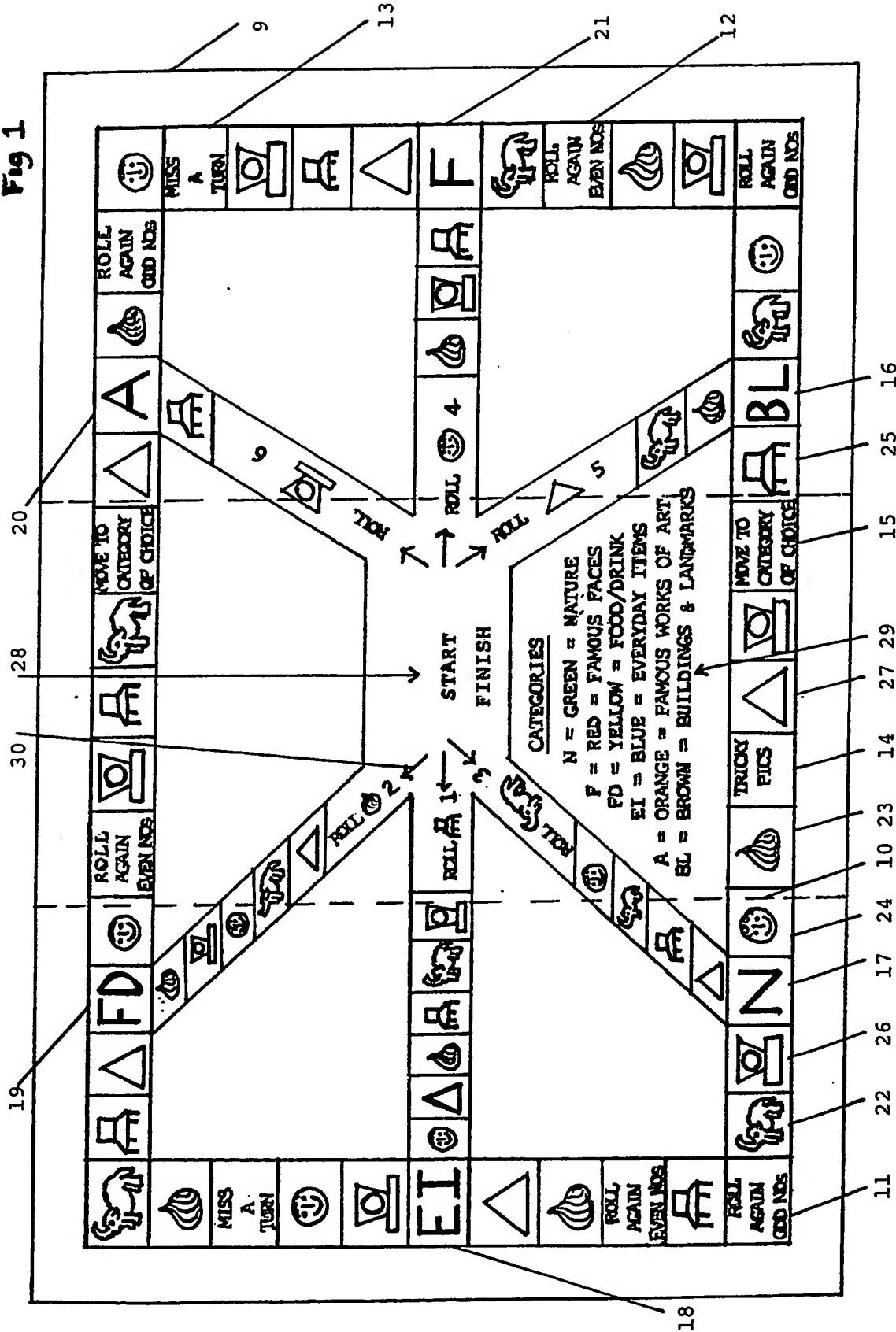
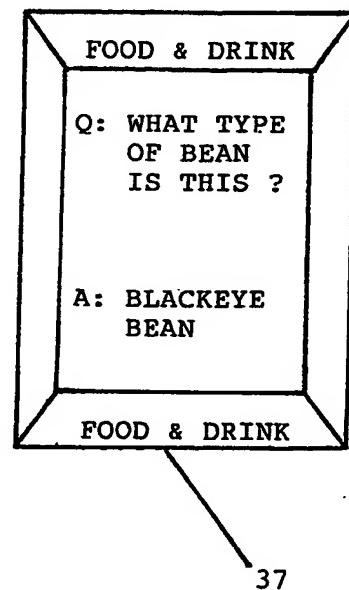
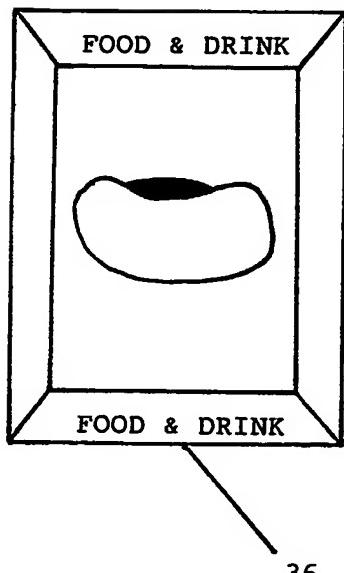
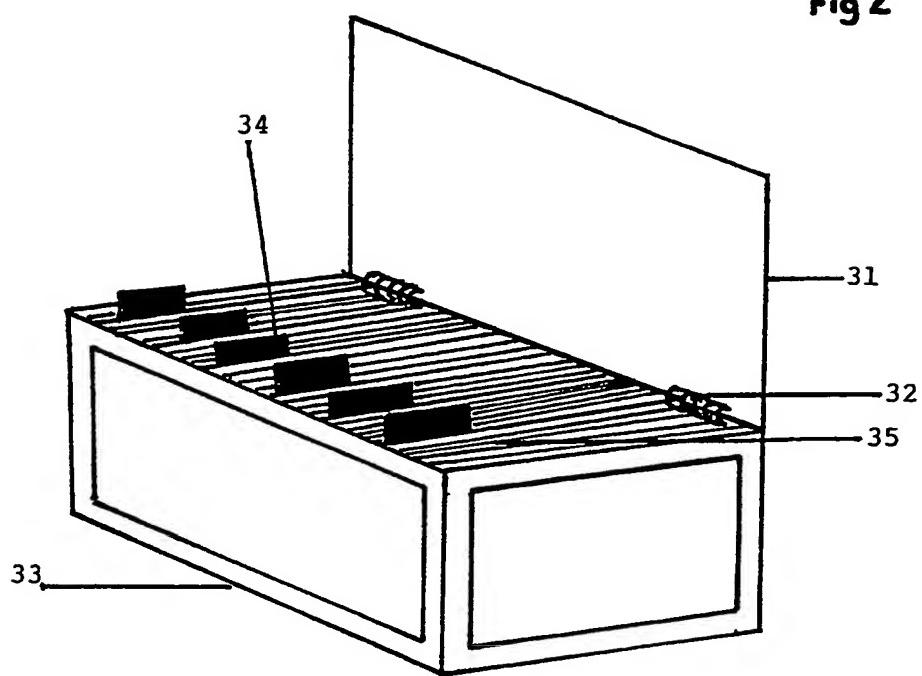


Fig 1

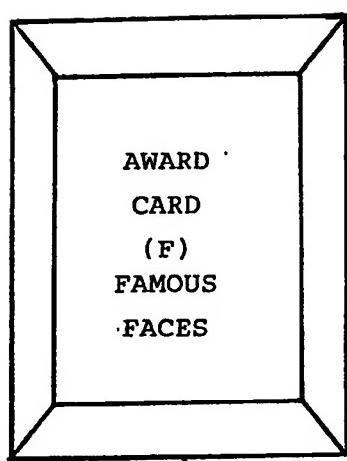


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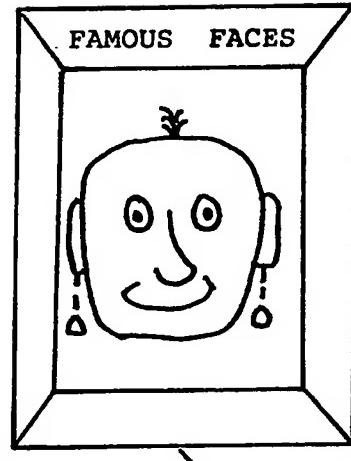
Fig 2



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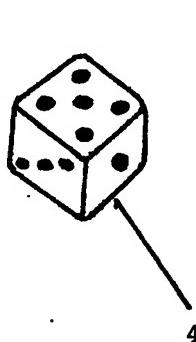
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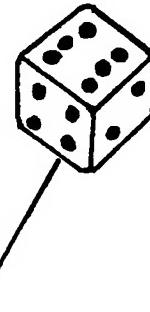
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Fig 3

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Fig 4

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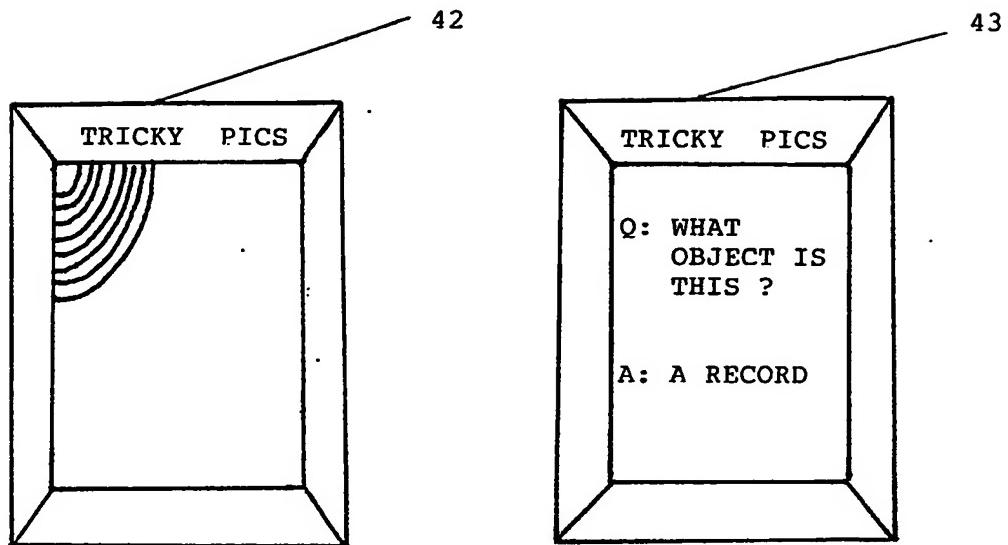


Fig 5

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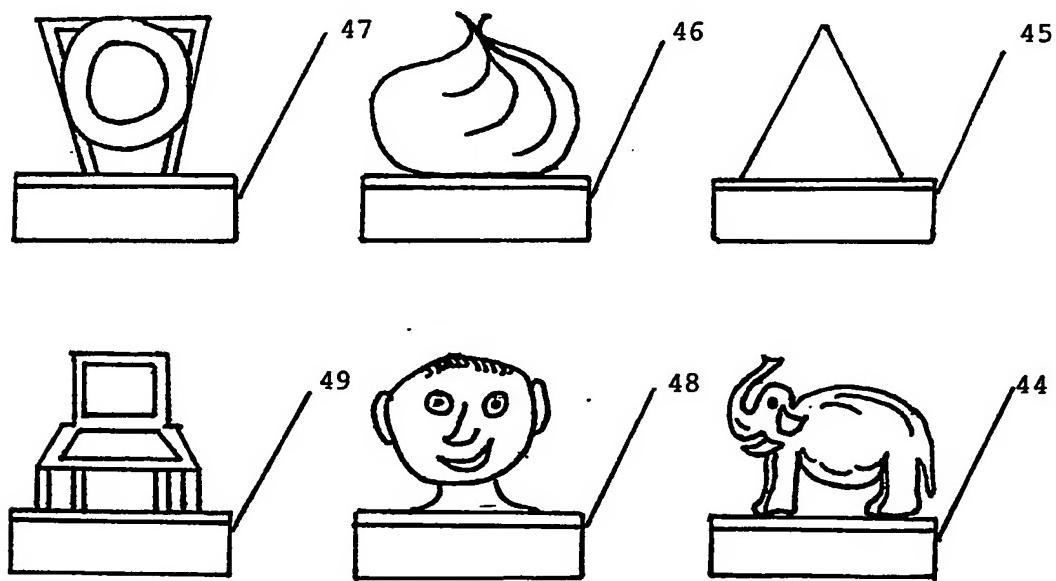


Fig 6

PICTURE TRIALS

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EQUIPMENT: \_\_\_\_\_ 50

Picture Trials contains one folding playing board, 3 boxes of Category Question/Answer cards containing 1260 Question/Answer cards, 1 pack of Tricky Pics cards containing 260 cards, 1 pack of Category Award cards containing 6 cards for each Category, 1 dice, 6 players counters, 1 set of rules.

OBJECT OF THE GAME: \_\_\_\_\_ 51

To collect the 6 Category Award cards, then return to the finish area to answer a Tricky Pics question before being declared the winner.

CATEGORIES: \_\_\_\_\_ 52

Green .....	(N) Nature
Yellow .....	(FD) Food and Drink
Red .....	(F) Famous Faces
Blue .....	(EI) Everyday Items
Orange .....	(A) Famous Works of Art
Brown .....	(BL) Buildings and Landmarks

TRICKY PICS CARDS: \_\_\_\_\_ 53

The pack of Tricky Pics cards contains pictures which are very difficult to identify. The player has to answer a Tricky Pics question if he/she A) lands on the square called Tricky pics, or B) when he/she reaches the centre of the board at the end of the game. A player cannot be claimed the winner until he/she has correctly answered a Tricky Pics question.

CATEGORY QUESTION/ANSWER BOXES/CARDS: \_\_\_\_\_ 54

The 3 Category Question/Answer boxes are divided into the six categories. The lid should be folded into the upright position during play - to assist in preventing other players from viewing the question/answer cards.

CATEGORY AWARD CARDS: \_\_\_\_\_ 55

Once a player has landed on a Category Question square indicated by the Category Initials - he or she will then be shown a picture from the relevant Category Question/Answer card - if the player answers this correctly he or she will be rewarded by receiving the relevant Category Award card. All six Category Award cards need to be obtained before returning to the Finish area.

START OF PLAY: \_\_\_\_\_ 56

Each player selects a counter and the 3 boxes of Category Question/Answer cards are placed around the board so all players can reach them to ask other players category questions. Players roll the dice, with the player rolling the highest number moving first. If two or more players roll the highest number, they roll again. The winning player rolls the dice again and moves in the direction dictated by the throw i.e. if the player rolls 1 he/she moves in the roll 1 direction indicated on the board, placing

**Fig 7**

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his/her counter on the area named roll 1. Having landed for example on the Roll 1 area the player will be shown a picture and asked the question relating to that picture. The question is taken from the relevant category section in the Category Question/Answer boxes. A picture is shown to the player and the relevant question from the opposite side of the card is asked - upon which can also be viewed the relevant answer. Once a category card has been used it is placed at the back of the relevant category section.

If a player correctly answers the question, then he/she rolls again and proceeds as before. If the player answers incorrectly the turn passes to the next player seated on the Left.

A player has to move in the direction indicated on the board for their first move only. Each subsequent move can be made in any direction around the board moving the exact number shown on the dice. The number thrown by a player must be taken in one direction only. A player may not return to the Finish area until he/she have collected all the relevant Category Award cards.

**CONTINUATION OF PLAY:** \_\_\_\_\_ 57

Play continues with the players landing on the Initialised category squares - having answered the Category Question relating to that square correctly, the player is awarded the relevant Category Award card. If the player answers incorrectly he/she must move there counter out of the Initialised Category square on there next turn and re-enter it again before the player can attempt another Category Question.

A player landing on one of the squares designed to aid or hinder there progress around the board must follow the instructions given on that square e.g. 'Roll Again for Even Numbers' - means that the player needs to

have thrown an even number to be given the opportunity to roll again. If an odd number was thrown to reach the square in the first place then the player is not entitled to roll again and has to wait for his/her next turn before moving away from that square.

The square entitled 'Move to a Category of your Choice' gives the player the right to move to any square on the board, including directly to an Initialled Category square and be asked the question relating to that square in order to receive a Category Award card all within the turn of the player having landed on the Category Choice square. Likewise, a player having already collected all the Category Award cards could move directly to the Finish area to be asked the relevant Tricky Pics question.

Any number of tokens may occupy the same space.

**WINNING THE GAME:** \_\_\_\_\_ 58

After a player has correctly answered a question in all six Initialled Category Question/Answer squares and has received the six Category Award cards, the player's counter must make it's way back to the Finish area to win the game. While making his/her way to the Finish area the player is still required to pass over the category squares and must continue to answer questions as before in order to proceed. To reach one of the Roll areas from the outer board or branch leading to the Finish area, the player will need to roll the exact number or above to enter the Roll area - for example if a player is 4 squares away from the Roll 4 area the player will need to roll a 5 or above to enter this area. By rolling

**Fig 7**

a lower number the player will land on one of the 7/7 category squares and have to answer the relevant question as normal before proceeding. Once inside the Roll area the player must answer the relevant Category Question relating to that area before rolling again - for example - in Roll 4 area the player will need to roll 4 or above in order to enter the Finish area. If a player rolls a lower number he/she must answer the relevant Category Question for that Roll area before rolling again in an attempt to reach the Finish area. If a player cannot answer the Category Question correctly then he/she must wait until there next turn before rolling again. Note a player must enter both a Roll area and the Finish area in order to answer the final Tricky Pics question. The only exception is if the player moves to the Finish area via 'Move to a Category of your Choice' square. Once inside the Finish area the player must answer a Tricky pics question correctly before being declared the winner. If the player answers incorrectly he/she must wait until there next turn to be asked another Tricky Pics question.

NOTES ON PLAY: \_\_\_\_\_ 59

It should be decided at the outset of the game by the players involved as to how long they will allow each player to answer a question. Similarly they need to decide how exact the answer needs to be, whether for example the last name alone constitutes a correct answer or are both names required.

The Number of players can be anything from 2-36. However, if large groups are involved i.e. 6 teams

with 6 players per team (the maximum) it is best to decide at the outset the rules governing play, for example, can team members confer or should particular categories be answered by individual members - this decision should be made before play commences.

For a shorter game, all players may decide for example that only 3 categories need be awarded before returning to the Finish area.

Tricky Pics cards should be placed picture side down on the board with the card taken from the bottom of the pack when required.. This will prevent any player viewing the question/answer before the question is asked. The Tricky Pics question card should be replaced on the top of the pack after use. When a player lands on the Tricky Pics square during Play - he/she is asked a Tricky pics question. If the player answers correctly he/she may move off the square by rolling again as normal. If however a player fails to answer the question he/she remains on the square and a different Tricky pics question is asked on his/her next turn. A player remaining in the Tricky Pics square for more than 3 turns is allowed to leave the square on his/her fourth turn without having answered a Tricky pics question correctly but must forfeit one of his/her Category Award cards (only applicable if the player is in possession of a Category Award card at that point). Please note this rule does not apply to the Tricky pics questions asked within the Finish area.

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#### PICTURE TRIALS

This invention relates to a board game.

Games are well known items for entertaining, amusing, enlightening and challenging individuals or groups of various ages, sex, creeds and colours. There are numerous varieties on the market - all with different equipment, rules, objectives and designs. All housed or boxed in various shapes, sizes and styles.

General Knowledge games, however are normally performed with the opponent asking the player a question from a pack of cards and is not involved with the visual aspects which relate to our everyday view of the world we inhabit.

According to the present invention there is provided a board game comprising of a folding playing board, contained upon which is the Start/Finish area, instructions as to the direction to be travelled, squares relating to the six categories namely: Famous Faces, Famous Works of Art, Buildings and Landmarks, Food and Drink, Everyday Items and Nature, after landing upon which the pictures are shown and the questions are asked, with six of these said category squares - one from each category - and identified by the categories' initials, having the power to award the player having landed on the square and identifying the picture relating to that square correctly a Category Award Card. Other squares designed to either aid or hinder the players passage around the board namely: Roll Again for Even Numbers, Roll Again for Odd Numbers, Miss a Turn and Move to a Category of Your Choice, a square called Tricky Pics in which extremely hard pictures are viewed to which the player has to respond before continuing or finishing the game. A dice containing numbers 1 to 6 the thrown number determining the direction and the number to be travelled. Three boxed sets of Category Question/Answer cards, with pictures on one side and question/answers on the other, each box divided into the said six categories. Six Counters used by the players to travel around the board each representing a category namely: a Sculpture, an Onion,

an Elephant, a Pyramid, a Chair and a Face. A Tricky Pics pack of cards with pictures on one side and questions/answers on the other. A set of previously mentioned Category Award Cards given to the players after answering the Initialled Category squares' question correctly. A set of rules pertaining to the game. A box into which all the said items are stored.

A specific embodiment of the invention will now be described by way of example with reference to the accompanying drawings to which:-

Figure 1 illustrates the open folding playing board, contained upon which are the various squares/information needed to play the game. One board supplied per game.

Figure 2 illustrates the Category Question/Answer card boxes, of which there are three - with question/answer cards stored within - both sides of a Catgeory Question/Answer card are shown. One thousand two hundred and sixty Category Question/Answer cards are supplied per game.

Figure 3 illustrates an example of a Category Award Card - of which there are cards pertaining to the said six categories. Six cards for each category are supplied per game.

Figure 4 illustrates each side of the dice showing all numbers 1 - 6. One dice supplied per game.

Figure 5 illustrates an example of both sides of a Tricky Pics card. Two hundred and sixty cards supplied per game.

Figure 6 illustrates the six players' counters - each one representing a category. One of each counter supplied per game.

Figure 7 shows the rules by which the game is governed. One set of rules supplied per game.

Referring to the drawing of the playing board 9 as shown in Fig 1 having the ability to fold along lines 10 with information relating to the rules of the game as shown in Fig 7 with respect to supplied equipment 50, the object of the game 51, the colours, initials and subjects of the six categories given in 52, with instructions and rules relating to the start of play 56 and also listed on the board 29 as shown in Fig 1, with continuation of play instructions 57 and additional information regarding notes of play given in 59 as shown in Fig 7 the player may begin. Each player selects one of the six counters. These counters as shown in Fig 6 are used by the players to travel around the board and represent a category, namely: a Sculpture 47 representing Famous Works of Art, an Onion 46 representing Food and Drink, a Pyramid 45 representing Buildings and Landmarks, an Elephant 44 representing Nature, a Chair 49 representing Everyday Items and a Face 48 representing Famous Faces. The players then roll the dice respectively. The dice containing numbers one to six 40 - 41 as shown in Fig 4. The winner being the player with the highest number begins the game. The said player rolls the dice again, the number of the throw determining the number of squares to be moved and the initial direction to be followed as shown in Fig 1 by the arrows 30, commencing from the Start/Finish area 28. Play continues in this direction moving to one of the six category squares namely: Famous Works of Art 26, Famous Faces 24, Buildings and Landmarks 27, Everyday Items 25, Food and Drink 23 and Nature 22, after landing upon which the relevant Category Question/Answer cards are brought into play. These said Category Question/Answer cards whose rules appear in 54 as shown in Fig 7, being housed in three identical boxes 33 as shown in Fig 2 with category section dividers 34 dividing the cards into the said six categories, the lid of the boxes 31 having the ability to remain in the upright position during play with the aid of hinges 32 - hence preventing other players viewing the Category Question/Answer cards prior to the picture being shown. These Category Question/Answer cards 35 having a picture 36 upon which the question is based and the question/answer 37 given on the reverse side. Play continues with the players reaching the six main category squares,

- one for each category - and identified by the initials relating to that category as shown in Fig 1, namely: BL Buildings and Landmarks 16, N - Nature 17, EI Everyday Items 18, FD - Food and Drink 19, A - Famous Works of Art 20 and F - Famous Faces 21. These said squares have the power to award the player having landed on the square and upon answering the question relating to that square correctly a Category Award Card 38 as shown in Fig 3, whose rules appear in rules of the game 55 as shown in Fig 7, with a picture relating to that category 39 on the reverse side of the card as shown in Fig 3. Other squares designed to either aid or hinder the players passage around the board as shown in Fig 1, namely: Roll Again Even Numbers 12, Roll Again Odd Numbers 11, Miss a Turn 13, and Move to a Category of your Choice 15. A Tricky Pic's square 14, whose rules appear in rules of the game 53 as shown in Fig 7, upon which are revealed extremely hard pictures 42 as shown in Fig 5 to which the player is asked a question and given an answer 43, and only when a player had answered a Tricky Pic's question correctly is he/she allowed to continue - failure to answer after three attempts can result in forfeiting a Category Award Card. The winner of the game whose rules appear in rules of the game 58 as shown in Fig 7 is declared the winner only after collecting all six Category Award Cards and returning to base i.e. Start/finish area as shown in Fig 1 to be asked a Tricky Pic's question before being declared the winner.

CLAIMS

1. According to the present invention there is provided a board game comprising of a folding playing board, contained upon which is the Start/Finish area, instructions as to the direction to be travelled, squares relating to the six categories namely: Famous Faces, Famous Works of Art, Buildings and Landmarks, Food and Drink, Everyday Items and Nature, after landing upon which the pictures are shown and the questions are asked, with six of these said category squares - one from each category - and identified by the categories' initials, having the power to award the player having landed on the square and identifying the picture relating to that square correctly a Category Award card. Other squares designed to either aid or hinder the players passage around the board namely: Roll Again for Even numbers, Roll Again for Odd Numbers, Miss a Turn and Move to a Category of your Choice. A square called Tricky Pics in which extremely hard pictures are viewed to which the player has to respond before continuing or finishing the game. A dice containing numbers 1 to 6 the thrown number determining the initial direction and the number to be travelled. Three boxed sets of Category Question/Answer cards, with pictures on one side and questions/answers on the other, each box divided into the said six categories. Six counters used by the players to travel around the board each representing a category namely: a Sculpture, an Onion, an Elephant, a Pyramid, a Chair and a Face. A Tricky Pics pack of cards with pictures on one side and the questions/answers on the other. A set of previously mentioned Category Award cards given to the players after answering the Initialled Category squares' question correctly. A set of rules pertaining to the game. A box into which all the said items are stored.
2. A board game as claimed in claim 1 wherein the subjects/categories used represent only a portion of the subjects available - additional subjects can be obtained seperately.

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7. A board game substantially as described herein with reference to Figures 1 - 7 of the accompanying drawings/instructions.

Examiner's report to the Comptroller under  
Section 17 (The Search Report)

Application number

9117189.2

## Relevant Technical fields

(i) UK CI (Edition K ) A6H (H3B1)

(ii) Int CI (Edition 5 ) A63F 9/18

Search Examiner

A T BLUNT

## Databases (see over)

(i) UK Patent Office

(ii)

Date of Search

4 NOVEMBER 1991

Documents considered relevant following a search in respect of claims 1,2,7

Category (see over)	Identity of document and relevant passages	Relevant to claim(s)
	"TRIVIAL PURSUIT" (RTM) - board and game rules	1,2,7



Category	Identity of document and relevant passages	Relevance to claim(s)

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